

*Gavin Wood*  
San Francisco, Ca [gavin@gavinwood.com](mailto:gavin@gavinwood.com)

**Boxed Mayhem, LLC, San Francisco, Ca** **5/2015 – present**

Independent Game Publisher.

Responsible for all aspects of company management and content creation – Design, Art, Logic implementation - using Unity/Playmaker. Projects - "Against the Cosmos" (mobile game) and "When Nations Collide" (board game). Also active as a Freelance VFX Artist using either Unity or UnReal engines. Freelance clients include - Kabam and Fogbank Entertainment. And additionally teaching a VFX at the Art Academy.

**Zynga, San Francisco, Ca** **12/2013 – 5/2015**

Senior Visual Effects Artist for Unified Casino Team.

Created all in-game particle effects for these titles using the Unity game editor. In addition contributed non effects game UI Art. Worked to improve production process and efficiency, worked with all levels and disciplines of production staff. Occasionally mentoring junior artists. Projects - "Poker 2.0" and "Slots" games.

**Bigpoint GmbH, San Francisco, Ca** **1/2011 – 12/2012**

Senior Visual Effects Artist for the studio.

Created all in-game particle effects for these titles using the Unity game editor. In addition contributed Concept Art, UI icons, modeled and animated game props to be combined with visual effects. Worked directly with all levels and disciplines of production staff. And on occasion mentored junior artists on various techniques and aesthetic choices. Projects - "Universal Monsters Online" and "The Mummy Online".

**Planet Moon, San Francisco, Ca** **12/2009- 12/2010**

Senior Visual Effects Artist for the studio.

Created all in-game particle effects for the using an in-house Lua Script based particle system. Worked directly with all levels and disciplines of production staff. Project - "Tangled".

**Crystal Dynamics, Menlo Park - Redwood City, Ca** **6/2003- 1/2009**

Lead Visual Effects Artist for the studio.

Created in-game particle effects for all titles. Designed and supervised extensive rework of effects engines. Designed enhancements for game engine interface. Set requirements, screened, trained and supervised new effects hires. Worked directly with other Studio management and all levels and disciplines of production staff. Projects - "Tomb Raider - Legend, Anniversary Edition, Underworld". Also worked on "Legacy of Kain 3" and "Snowblind".

**the 3D0 Company, Redwood City, Ca** **2000 - 5/2003**

General Artist/ Effects Artist.

Modeled and textured a wide range of game assets, particle effects. Collaborated with programmers in developing effects programs. Concept art. Projects - "WDL Thunder Tanks", "Robots", "BFM Monsters", "Cubix", "Sarge", and "Four Horsemen".

**Microprose, Alameda, Ca** **1996 - 1999**

General Artist.

Modeled, animated and textured a wide range of game assets, particle effects. Projects - "Star Trek Generations" and "Starship Troopers" projects.

Extensive experience with - Photoshop, 3D studio Max, Unity, PlayMaker, 6 different in-house Effects programs (two scripted, the other 4 interface). Experience with - Maya, After Effects, Sound Forge...etc.

Platform Experience - Mobile, PS2, Xbox 360, PC, GameCube, Wii.

Traditional media - Pen and Ink, Watercolor

My interests include: film, music, and mountain biking.

References available on request.